

Key Vocabulary	
<b>life processes</b>	These are the things that all <b>living</b> things do. They move, breathe, sense, grow, make babies, get rid of waste and get their energy from food.
<b>living</b>	Things that are <b>living</b> have all the <b>life processes</b> .
<b>dead</b>	Things that are <b>dead</b> were once <b>living</b> . They did have all the <b>life processes</b> but don't now.
<b>never living</b>	Things made out of metal, plastic or rock were <b>never living</b> . They never had the <b>life processes</b> .
<b>food chain</b>	A <b>food chain</b> shows how each animal gets its food. <b>Food chains</b> are one of the ways that <b>living</b> things <b>depend</b> on each other to stay alive.
<b>food sources</b>	This is the place a <b>living</b> thing's food comes from.

## Key Knowledge



living

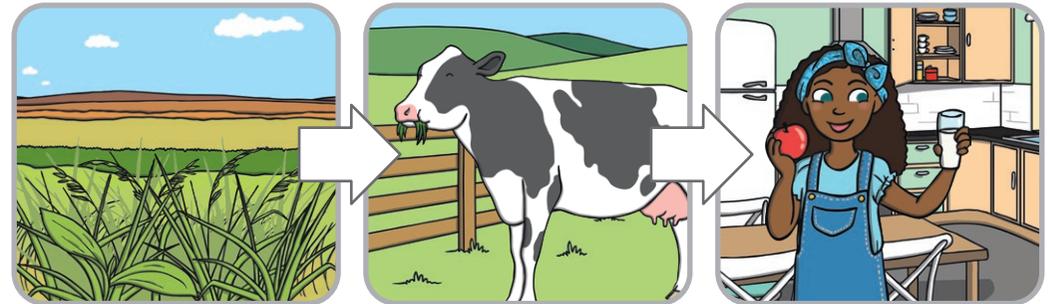
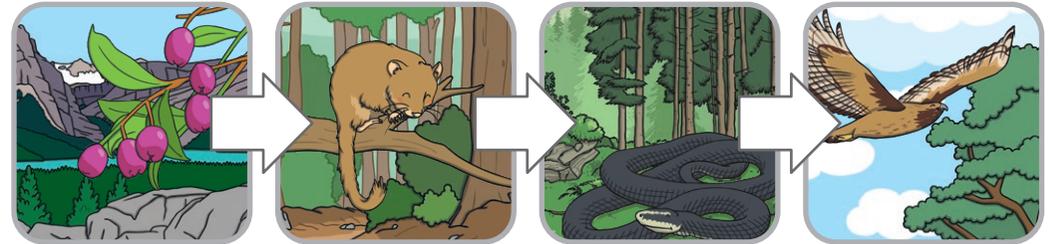


dead



never living

**Food chains.** The arrows mean 'is eaten by'.



To look at all the planning resources linked to the Living Things and Their Habitats unit, [click here](#).

**Key Vocabulary**

<b>habitat</b>	A <b>habitat</b> is the natural place something lives. A <b>habitat</b> provides <b>living</b> things with everything they need to <b>survive</b> such as food, shelter and water.
<b>microhabitat</b>	A <b>microhabitat</b> is a very small <b>habitat</b> in places like under a rock, under leaves or on a branch. Minibeasts live in <b>microhabitats</b> . The <b>microhabitats</b> have everything they need to <b>survive</b> .
<b>depend</b>	Many <b>living</b> things in a <b>habitat</b> <b>depend</b> on each other. This means they need each other for different things.
<b>survive</b>	This means to stay alive.

**Key Knowledge**

Examples of **habitats**:



woodland



urban



coastal



rainforest



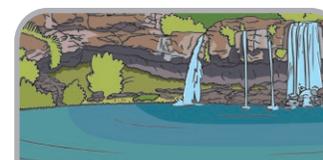
arctic



desert



ocean

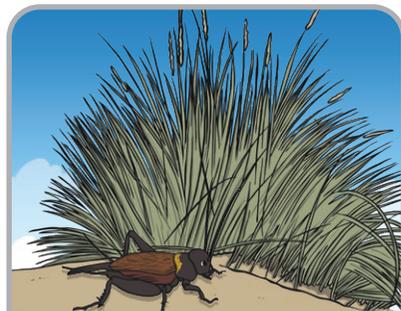


river



mountain

Examples of **microhabitats**:



short grass



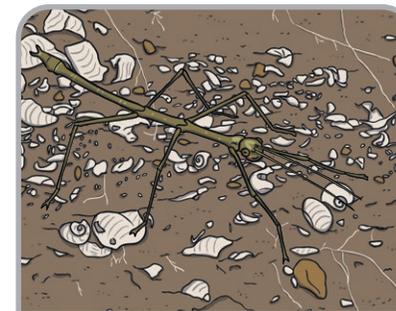
flowers



inside rotting wood



under leaves



in and on soil